

ABSTRACT

A system and method are disclosed for facilitating development of computer games that depict or represent actual, real world geographic areas as part of the play scenarios of the games. A source database contains data that represent geographic features in a region including roads in the region. The data in the source database includes attributes suitable for use for providing navigation-related functions. In addition to providing data from the source database for navigation-related functions, data from the source database are also used to form a template database, wherein the template database represents an imaginary locale. The template database is provided for computer game development.